

Ver.1.11 Update description

*Damage = Damage inflicted to the opponent when the attack hits.

*1F = 1 frame (1/60 second). Unit to express the passing of time within the game.

*Attack start-up = Amount of time it takes for the attack's hitbox to activate.

*The list explains what happens when the your move hits or is guarded by the opponent.

Update for all characters

- Further emphasized each character's individual characteristics and adjusted areas where characters' strengths did not match their design.
- Included all of the adjustments to character actions that were postponed in version 1.10 due to time restraints, resulting in a large number of changes in version 1.11.
- Adjustments were made to reduce instances of attacks missing even when an enemy's movements were correctly anticipated, such as executing a horizontal attack on an opponent moving sideways. Refer to each section for details on the adjustments made to each character's actions.
- The distance characters were pushed was shortened for certain combos that possessed considerably high ring-out capabilities in order to prevent unfair advantages in cramped stages.
- Attacks that were executable at a glance in offline gameplay but difficult to perform in online matches were adjusted to avoid extreme differences in strategy depending on the gameplay environment.

Battle system

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	Reversal Edges	• Move levels for all characters were unified to "weak" when the command is not held and to "medium" when held. The specific characters who were altered are as follows. Xianghua: Was occasionally "medium" when not held. Nightmare: Was occasionally "strong" when not held. Grh: Was occasionally "medium" when not held.
Behavior Adjustment	-	Soul Charges	• Fixed an issue in which certain inputs would cause the player to use a move while facing away from the enemy. • Fixed an issue in which the soul charge timer was reduced much more than anticipated from certain hit behaviors (such as getting knocked away midair in a spin).
Behavior Adjustment	-	Lethal Hits	• Fixed an issue in which the total number of hits during a battle does not count properly when it starts at the same time as the opponent's Critical Edge.
Behavior Adjustment	-	Guard Impacts	• Fixed an issue in which the effects of an impact counter were carried over to the attack performed after the counter was canceled. It was possible to carry out a counter hit that shouldn't have been possible by unleashing an unblockable attack against an enemy's guard impact, then canceling the unblockable attack once the conditions for the impact counter were met, and then unleashing a different attack. Adjustments have been made so that this issue no longer occurs. • Fixed an issue in which using a guard impact against an attack going above the character's head would deflect in the opposite direction.
Behavior Adjustment	-	Guard Impact Moves Specific To Fighting Styles	• Fixed an issue where by guard impacts could be used against projectile attacks no matter what the attack category is.
Behavior Adjustment	-	Voices, Sounds, Effects, and Animations	• Readjusted certain timings and behaviors.
Balance Adjustment	↑	⊙ (All Characters.)	• Increased the attack's tracking against opponents who missed an attack.

Mitsurugi

The adjustments in version 1.10 and 1.11 were made to further emphasize the main concepts behind Mitsurugi, namely switching between middle and low attacks to open up the opponent's guard, and stance chaining.

In relation to low and medium mix-ups at close range, "⊙⊙" was improved as a strategy against standing guards, and "While standing ⊙" was made easier to use as a means of countering against opponent openings that would then lead to a mix-up. "⊙→⊙" and "During Relic ⊙" were buffed in version 1.10 to increase their usage as mix-up starters, but now some of their properties have been lowered in order to encourage the use of other techniques.

When fighting a defensive opponent, it is recommended to be aggressive while using Mist to accent your assault. Improvements have been made to its main attack, "⊙⊙", which was sometimes difficult to use effectively against certain characters.

However, "During Mist ⊙" has been weakened because it was previously able to control most opponents' actions. Also, in conjunction with these changes to Mitsurugi, we've stabilized opponents' movements after they deflect Mitsurugi's attacks with a reversal edge.

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	During Mist ⊙⊙	• Fixed an issue in which the opponent behind you was hit in an unnatural way when certain inputs were entered.
Behavior Adjustment	↑	Critical Edge	• Enlarged the hitbox in order to reduce instances in which the attack would miss after guarding certain attacks.
Behavior Adjustment	↑	⊙⊙	• Adjusted the breadth and tracking of the attack due to instances of enemies who side step at close range not being hit.
Balance Adjustment	↑	⊙⊙	• Increased the length of stun inflicted when the 2nd hit is guarded. This change was made because, although the move is designed to allow Mitsurugi to move first after being guarded, there were cases where this advantage could not be utilized against certain characters. • Text was adjusted due to the move list not mentioning that the 2nd hit could be held.
Balance Adjustment	↑	⊙⊙	• Increased the base damage of the 2nd hit. However, because this has been adjusted to open up an opponent's standing guard, the base damage against downed enemies has not been altered.
Balance Adjustment	↑	While rising ⊙	• Increased the forward movement of the attack when the 2nd hit misses or is parried by a reversal edge. This adjustment was made to reduce instances of counterattacks not reaching after a successful reversal edge or counterattacks having trouble making contact after side-stepping an attack.
Balance Adjustment	↑	While rising ⊙	• Increased the move's base damage. • Increased the length of stun inflicted upon hit.
Balance Adjustment	↑ ↓	⊙ ↓ or ⊙ ↑ ⊙	• Increased the attack's tracking against opponents who missed an attack.
Balance Adjustment	↑ ↓	While soul charged ⊙ ↓ or ⊙ ↑ ⊙. ⊙	• Added scaling to the 2nd attack's combo damage for "⊙ ↓ or ⊙ ↑ ⊙. ⊙ While soul charged."
Balance Adjustment	↑ ↓	During Mist ⊙⊙	• Altered the hit animation of the 1st attack, making it so that hitting a crouching opponent makes them move to a standing position. As a result, countering a crouching enemy will result in the 2nd attack becoming a guaranteed hit. • Added scaling to the move's combo damage.
Balance Adjustment	↓	⊙⊙	• Changed the size of the motion when deflecting the 1st hit with a reversal edge to "small."
Balance Adjustment	↓	⊙→⊙	• Reduced the move's base damage. • Reduced the size of the horizontal hitbox. This adjustment was made so it would be easier to avoid attacks by moving sideways. • Reduced the distance between the character and the opponent when the move is guarded.
Balance Adjustment	↓	⊙→⊙	• Reduced the movement speed and movement distance of the animation when very close to the opponent. This adjustment was made to reduce the likelihood of switching places with the opponent when moving sideways to avoid attacks.
Balance Adjustment	↓	During Relic ⊙	• Decreased the move's tracking. This adjustment was made so it would be easier to avoid the attack by moving sideways.
Balance Adjustment	↓	During Mist ⊙	• Decreased the length of stun inflicted when guarded. • Delayed the timing it takes to return to the Mist stance after the attack. The timing that it takes to shift to Relic from "During Mist ⊙" has not changed.

Seong Mi-na

Seong Mi-na excels at long-range attacks, but she lacks a varied move set at close-range combat, effectively limiting her strategic options.

To mitigate this, we've made moves with previously limited usage more viable, and made adjustments to give the player more options in different situations.

As a trade-off, we've weakened "↵ ↓ or ↑ ↑ ◎", which served as a combo starter and a way to increase distance between the player and the opponent, as well as "↵ ↘ or ↙ or ↗ or ↘ ↗ or ↘ ↗ or ↘ ↗"; which reduced more guard stamina than intended.

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	↵ ↘ or ↙ or ↗ or ↘ ↗ or ↘ ↗ or ↘ ↗	<ul style="list-style-type: none"> Adjusted the animation to fix an issue in which the 1st kick registered as a hit before reaching the opponent, resulting in an imbalance between the attack delay and opponent stun. Enlarged the lower hitbox for both the 1st and 2nd hits to reduce the likelihood of combos missing. Reduced the distance between the character and the opponent when the 2nd hit connects.
Behavior Adjustment	-	↵ ↘ or ↙ or ↗ or ↘ ↗ or ↘ ↗ or ↘ ↗	<ul style="list-style-type: none"> Adjusted the input window to make the move easier to perform.
Behavior Adjustment	↑	◎, ◎ While crouching ↵ ◎, ◎	<ul style="list-style-type: none"> Increased the 1st attack's tracking.
Behavior Adjustment	↑	↵ ◎	<ul style="list-style-type: none"> Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Behavior Adjustment	↑	While soul charged ↵ ↘ or ↙ or ↗ or ↘ ↗ or ↘ ↗	<ul style="list-style-type: none"> Reduced the opening after the attack. This change was made to mirror the move's behavior when not soul charged so that the same combo can be attempted.
Behavior Adjustment	↑	While rising ◎+◎ While soul charged & crouching ↵ ◎, ◎, ◎	<ul style="list-style-type: none"> Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing. This change was originally introduced in version 1.10, but did not cover every instance, so additional adjustments were made.
Behavior Adjustment	↓	Hitbox Size	<ul style="list-style-type: none"> Enlarged the hitbox for the character's head. This change was made to reduce the likelihood of some characters' high attacks unintentionally missing.
Balance Adjustment	↑	↑ ◎+◎, ◎, ◎	<ul style="list-style-type: none"> Lowered the difficulty of the exact timing.
Balance Adjustment	↑	↵ ↘ or ↙ or ↗ or ↘ ↗	<ul style="list-style-type: none"> Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances. Increased the length of stun inflicted when guarded.
Balance Adjustment	↑	◎ ⇐	<ul style="list-style-type: none"> Adjusted the attack so that the 1st and 2nd hits are guarded in succession.
Balance Adjustment	↑	◎+◎	<ul style="list-style-type: none"> Increased the length of stun inflicted when guarded.
Balance Adjustment	↑ ↓	↓ ↓ or ↑ ↑ ◎	<ul style="list-style-type: none"> Increased the length of stun inflicted when guarded. Reduced the distance between the character and the opponent when the move is guarded at close range. Increased the attack's tracking against opponents who missed an attack.
Balance Adjustment	↓	⇐ ◎+◎, ◎	<ul style="list-style-type: none"> Previously, it had been easy to get a ring out so when hit mid air, the attack's knockback and the forward movement of the attack has been adjusted.
Balance Adjustment	↓	↵ ↘ or ↙ or ↗ or ↘ ↗ or ↘ ↗ or ↘ ↗ ↵ ↘ or ↙ or ↗ or ↘ ↗ or ↘ ↗ or ↘ ↗	<ul style="list-style-type: none"> Decreased the amount of guard stamina the attack reduces. Adjusted the attack so that the 1st and 2nd hits are guarded in succession. Increased the distance between the character and the opponent when the 2nd hit of "↵ ↘ or ↙ or ↗ or ↘ ↗ or ↘ ↗ or ↘ ↗" is guarded. Made it difficult for the 3rd hit to miss when performing "↵ ↘ or ↙ or ↗ or ↘ ↗ or ↘ ↗ or ↘ ↗" at the edge of the stage. The move level of the third hit of "↵ ↘ or ↙ or ↗ or ↘ ↗ or ↘ ↗ or ↘ ↗" has been reduced.

Taki

Taki is best suited for close-range combat, but some of the finer details of her actions were unreliable. As such, we've improved the reliability of her main attacks, making it easier for her to fight at certain distances and ringside without fear of accidentally knocking herself out of the ring.

For improved usability, we've also added a new command for actions related to "⇐ ◎+◎", a technique that helps her approach her opponent.

Additionally, her soul charge techniques were somewhat lacking in strength in comparison to her critical edge, so we've buffed them to make them more viable as ways of maintaining the offensive in close quarters.

Category	Nerf/buff	Move	Description
Command added	-	⇐ ◎+◎ ⇐ While soul charged ⇐ ◎+◎ ⇐	<ul style="list-style-type: none"> Added a new command for shifting to Possession before unleashing the attack.
Behavior Adjustment	-	During Possession ⇐ ◎+◎	<ul style="list-style-type: none"> Adjusted the input window to make the move easier to perform.
Behavior Adjustment	↑	Reversal Edge	<ul style="list-style-type: none"> Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↑	Stalker Follow-up / Wind Roll ◎ Follow-up / During Wind Roll ◎ During Possession ◎ upon hit or guard ◎ During Possession ↓ or ↑ ◎ ↑ ◎+◎ / Facing away ↓ ◎+◎ ↓ ↓ or ↑ ↑ ◎ After running ⇐ some distance ◎ during hit ◎, ◎	<ul style="list-style-type: none"> Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing. Victory can still be achieved by using "During Stalker ◎+◎" or "During Wind Roll ◎, ◎, ◎" to throw a midair enemy and cause a ring out for both characters, as this is intentional.
Behavior Adjustment	↑	◎, ◎, ◎	<ul style="list-style-type: none"> Adjusted the breadth and tracking of the attack to make it easier to hit opponents who side step at close range.
Behavior Adjustment	↑	◎, ◎, ◎	<ul style="list-style-type: none"> Enlarged the hitbox for the 1st hit of ◎, ◎, ◎ to prevent attacks against crouching opponents from missing.
Behavior Adjustment	↑	While rising ◎, ◎ During jump ◎, ◎	<ul style="list-style-type: none"> Reduced the distance between the character and the opponent after the tip of the 1st hit lands. Increased the forward movement of the 2nd hit and enlarged the hitbox to make it harder for the 2nd hit to miss.
Behavior Adjustment	↑	↓ ↓ or ↑ ↑ ◎	<ul style="list-style-type: none"> Changed the hit animation of the 1st hit, making it possible to unleash a different combo even if the 2nd hit misses.
Behavior Adjustment	↑	During Possession ↓ or ↑ ◎	<ul style="list-style-type: none"> Increased the 2nd hit's tracking in order to reduce instances of the 2nd hit missing after the 1st hit connected.
Behavior Adjustment	↑	Critical Edge	<ul style="list-style-type: none"> Enlarged the vertical hitbox to prevent the attack from missing against enemies in low stances or during air combos.
Balance Adjustment	↑	⇐ ◎, ◎	<ul style="list-style-type: none"> Reduced the opening after the attack. Increased the length of stun inflicted when the 1st hit is guarded. Enlarged the hitbox for the tip of the 1st hit to reduce the likelihood of missing during a combo. Reduced the distance between the character and the opponent when the first attack hits.
Balance Adjustment	↑	While soul charged ◎, ◎, ◎+◎ While soul charged ↵ ◎, ◎, ◎+◎ While soul charged ↵ ↘ or ↙ or ↗ or ↘ ↗ or ↘ ↗ or ↘ ↗	<ul style="list-style-type: none"> Changed the attack's category to "horizontal attack" and increased its tracking.
Balance Adjustment	↑ ↓	◎ ⇐ ◎ ⇐ (exact timing)	<ul style="list-style-type: none"> Increased the length of stun inflicted when guarded. Reduced the distance between the character and the opponent when the move is guarded.

Maxi

Maxi in SC6 was designed to make use of Seven Stars Rebirth to change between special stances that would really show off his strength. Seven Stars Severance is one such move that can only be triggered using Seven Stars Rebirth, and in order to make it easier to see when these conditions have been met, we've added a new visual effect. Additionally, we've adjusted moves that proved to be more powerful than we originally intended and made them more in line with what had been planned.

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	Seven Stars Severance	- Added an effect that displays how many points needed to perform Seven Stars Severance have been accumulated. Seven Stars Rebirth can now be used to check the number of points accumulated for each stance based on the lights of the Big Dipper.
Behavior Adjustment	-	⊙	- Made it possible for the opponent to perform a standing guard or crouching guard while stunned after getting hit by this attack. This change was implemented due to "⊙ ~ during Right Outer ⊙" producing an unexpected combo at the edge of the stage.
Behavior Adjustment	-	During Right Outer ⊙	- Enlarged the hitbox and stabilized the timing at which the attack makes contact due to an issue in which the horizontal attack would register as having hit the opponent hitbox before reaching them, resulting in unstable stun times.
Behavior Adjustment	-	During Left Inner ⊙	- Enlarged the lower hitbox in order to make it harder to miss when using this move in a combo.
Behavior Adjustment	-	During Neutral Guard ⊙, ⊙	- Fixed an issue that prevented an opponent from performing a standing guard against the 2nd hit after guarding the 1st hit.
Behavior Adjustment	↑	During Behind Lower ⊙	- Increased the attack's tracking against opponents hit in midair. This change was made to reduce the likelihood of missing an attack during an anticipated air combo.
Balance Adjustment	↑	⊙ ↓ or ⊙ ↑ ⊙	- Increased the attack's tracking against opponents who missed an attack.
Balance Adjustment	↑ ↓	⊙ ⊙ + ⊙	- Increased the length of stun inflicted when guarded. - Reduced the distance between the character and the opponent when the move is guarded.
Balance Adjustment	↑ ↓	While soul charged ⊙ ⊙ ⊙ ⊙	- Fixed an issue in which the attack could be performed even at the end of a soul charge. - Sped up the timing for shifting to Behind Lower (Alioth). - Increased the attack's tracking. - Changed the direction a downed opponent is pushed when hit.
Balance Adjustment	↓	⊙ ⊙ ⊙ ⊙	- Decreased the amount of guard stamina the attack reduces. The move had reduced guard stamina by much more than anticipated, and so the value was adjusted to match the originally intended design.

Voldo

Voldo's Mantis Crawl is good for rushing down the opponent when Voldo's feet are facing them, and makes for a good mix-up to open up the opponent's guard when his head is facing them. We've made some adjustments to further accentuate these properties. However, repeated use of the head-facing Mantis Crawl proved to be difficult to deal with, so we've weakened some of the offensive aspects related to the move. On the other hand, "During Mantis Crawl with feet toward opponent ⊙ →" has been strengthened, making the stance easier to attack with. Additionally, Voldo's backward movement speed was extremely fast when facing away from the opponent, making it difficult for some characters to deal with him. In order to give players options other than just backing away from him, we've reduced Voldo's backward movement speed. In addition to these adjustments, we've also made Voldo easier to play by strengthening the attacks he can perform when facing forward at close range after guarding an opponent's attack.

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	Guard Impact	- Changed the move's animation to fix an issue in which the move would not make contact with an opponent's attack due to the character's stance, resulting in no deflection taking place.
Behavior Adjustment	-	Mantis Crawl	- Adjusted the animation when shifting to this stance.
Behavior Adjustment	-	Death Roll	- Fixed an issue in which inputs made in advance did not register when shifting to this move from certain techniques.
Behavior Adjustment	-	⊙, ⊙, ⊙ ⊙ ⊙ or ⊙ ⊙ or ⊙ ⊙ ⊙	- Fixed an issue in which special inputs would cause the character to become slow.
Behavior Adjustment	-	⊙ ⊙ ⊙ / Facing away ⊙ ⊙ ⊙ ⊙ ⊙ or ⊙ ⊙ ⊙ Facing away ⊙ ⊙ or ⊙ ⊙ ⊙	- Adjusted the input window to make the move easier to perform.
Behavior Adjustment	↑	While crouching ⊙ ⊙ ⊙ While crouching ⊙ ⊙ ⊙	- Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.
Behavior Adjustment	↓	⊙ ⊙ ⊙	- Reduced the attack's tracking. This change was made to make it easier to evade with an 8-way run depending on the input timing.
Balance Adjustment	↑	⊙ ⊙ ⊙	- Increased the length of stun inflicted by the 1st hit, and when the attack is guarded. - Increased the amount of guard stamina the 2nd hit reduces.
Balance Adjustment	↑	⊙ ⊙ ⊙	- Sped up the 1st attack's start-up by two frames. - Increased the length of stun inflicted when the 1st hit is guarded. - Enlarged the hitbox. Stabilized the timing at which the attack makes contact depending on the distance.
Balance Adjustment	↑	⊙ ⊙ or ⊙ ⊙ ⊙ While soul charged ⊙ ⊙ or ⊙ ⊙ ⊙	- Enlarged the lower hitbox to make it easier to use as a counterattack against attacks performed from low stances.
Balance Adjustment	↑	⊙ ↓ or ⊙ ↑ ⊙	- Increased the attack's tracking against opponents who missed an attack.
Balance Adjustment	↑ ↓	Facing forward ⊙ ⊙ ⊙ Facing away ⊙ ⊙ ⊙	- Increased the base damage of ⊙ ⊙ ⊙ when facing forward. - Reduced the base damage of ⊙ ⊙ ⊙ when facing away.
Balance Adjustment	↑ ↓	⊙ ⊙ ⊙	- Reduced the base damage and added scaling to the move's combo damage. This was done due to lethal hits having dealt more damage than expected. - Increased the length of stun inflicted when hit or guarded. - Reduced the distance between the character and the opponent when the move hits or is guarded.
Balance Adjustment	↑ ↓	During Mantis Crawl with feet toward opponent ⊙ →	- Can now be cancelled by "During Mantis Crawl ⊙ ⊙ ⊙" and "During Mantis Crawl ⊙ ⊙ ⊙" at any time. - This move was originally designed to function differently when performed at close- and long-ranges. As such, the hit animation has been changed and an effect was added so it's easier to tell when the ranged version has been performed. - The distance restriction for the ranged version has been relaxed, making it easier to perform. - The timing for shifting to Mantis Crawl after an attack was changed to mirror "During Mantis Crawl with head toward opponent ⊙ →." - Adjusted tracking to make it easier to evade with an 8-way run. - Decreased the amount of guard stamina the attack reduces.
Balance Adjustment	↓	Character Movement Speed	- Slowed the speed at which the character moves backward while facing away. This adjustment was implemented due to an extreme advantage against certain characters.
Balance Adjustment	↓	During Mantis Crawl with head toward opponent ⊙	- Changed the size of the motion when deflecting with a reversal edge to "small."
Balance Adjustment	↓	During Mantis Crawl with feet toward opponent ⊙ During Mantis Crawl with head toward opponent ⊙	- Reduced the size of the horizontal hitbox. This adjustment was made so it would be easier to evade the attack by moving sideways. - The attack's tracking has decreased when connected. Increased the stability of the direction of the character to the opponent.
Balance Adjustment	↓	During Mantis Crawl ⊙ ⊙ ⊙	In conjunction with the other adjustments to Mantis Crawl, the following adjustments were made because we anticipate that opportunities to approach the enemy with this attack will increase. Please note, however, that "During Mantis Crawl ⊙ ⊙ ⊙ while soul charged" is not subject to these changes. - Changed the counter-hit behavior, causing it to knock down the enemy. - Increased the amount of guard stamina the attack reduces.
Balance Adjustment	↓	During Mantis Crawl ⊙ ⊙ ⊙ During Mantis Crawl while soul charged ⊙ ⊙ ⊙	- Made the attack unusable as a guard crush. - Fixed an issue in which the guard impact worked against low attacks, contrary to the move list description. This fix was made because, although the guard impact was changed to no longer work against horizontal attacks in version 1.10, the move's ability to deflect vertical low attacks remained. - Fixed an issue in which the time that a guard impact was possible could be extended by holding the command.
Balance Adjustment	↓	During Mantis Crawl with head toward opponent ⊙ →	- Changed "Mantis Crawl ⊙ ⊙ ⊙" and "Mantis Crawl ⊙ ⊙ ⊙" so that they can no longer be used as cancels. - This move was originally designed to function differently when performed at close- and long-ranges. As such, an effect was added so it's easier to tell when the ranged version has been performed. - Changed the hit animation so that hitting at close range will cause the character and opponent to switch places (excludes lethal hits). - Changed the behavior when hitting a downed opponent so that the character and opponent will switch places. - Adjusted tracking to make it easier to evade with an 8-way run. - Decreased the amount of guard stamina the attack reduces.

Sophitia

Sophitia is known for her combination of great mobility and easy-to-use attacks, so when making adjustments, we avoided changing her controls as much as possible while adjusting the damage of combos and attacks that were too powerful. Sophitia also excels at evading and countering her opponent's high and low attacks while crouching, but as there were a large variety of moves that met the lethal hit conditions of "During Angel Step Ⓞ", we've made the conditions more restrictive.

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	↘Ⓞ	<ul style="list-style-type: none"> Fixed an issue in which special inputs would change the length of stun caused by the move when guarded. Enlarged the lower hitbox in order to make it harder to miss against downed opponents.
Behavior Adjustment	-	↘ or Ⓞ → or ↘ ↘ Ⓞ + Ⓞ	<ul style="list-style-type: none"> Added an effect that indicates when lethal hit conditions are met. Landing a lethal hit will now destroy upper equipment. Fixed an issue in which the lethal hit count was not calculated correctly from the 2nd guard impact sequence of "After reversal edge hits Ⓞ".
Behavior Adjustment	-	While soul charged Ⓜ or crouching Ⓞ, Ⓞ	<ul style="list-style-type: none"> Fixed an issue in which a character would shift to an attack throw after hitting with an air combo.
Behavior Adjustment	↑	Ⓞ + Ⓞ	<ul style="list-style-type: none"> Increased the attack's tracking due to instances of it missing against an opponent's reverse impact.
Balance Adjustment	↑	After reversal edge hits Ⓞ	<ul style="list-style-type: none"> Reduced the distance between the character and the opponent when the move hits. This was done to make it easier to hit with a follow-up attack.
Balance Adjustment	↑	During Twin Angel Step Ⓞ, Ⓞ	<ul style="list-style-type: none"> Increased the 2nd attack's tracking so that an opponent that guarded against the 1st attack will be unable to evade by stepping.
Balance Adjustment	↑	↘ or Ⓞ → or ↘ ↘ Ⓞ or Ⓞ ↘ or Ⓞ ↘ ↘ Ⓞ + Ⓞ	<ul style="list-style-type: none"> Increased the attack's tracking against opponents who missed an attack.
Balance Adjustment	↑ ↓	↘ Ⓞ, Ⓞ	<ul style="list-style-type: none"> Due to the significant impact the gameplay environment had on this move—when playing offline, there was enough time to see the move and guard, but not when playing online—adjustments were made to reduce this difference. Slowed down the 1st attack start-up by four frames, but sped up the timing at which it could evade an opponent's high attack. Changed the 1st hit's counter-hit animation so that 2nd hit is a midair hit. Increased the length of stun inflicted when the 2nd hit is guarded, making it so the character is not left open to a severe counterattack. Reduced the opening after the 2nd attack while also increasing the length of stun it inflicts when guarded, effectively reducing the overall risk of the attack. Changed the 2nd hit's behavior as a normal hit so the opponent is not downed. Its counter-hit behavior has not been changed. Changed the 2nd hit's behavior when hitting midair so that the opponent hits the wall.
Balance Adjustment	↓	Ⓞ + Ⓞ	<ul style="list-style-type: none"> Reduced the move's base damage and added scaling to the move's combo damage because the attack cannot be evaded by a rising opponent under certain conditions.
Balance Adjustment	↓	During Angel Step Ⓞ	<ul style="list-style-type: none"> Updated lethal hit conditions for this move to now exclude missed throws. Fixed an issue in which the ability to evade the opponent's high attack was granted immediately after input. Added scaling to the move's combo damage.

Siegfried

Siegfried had been established as a character who plays defensively at mid-range, punishing incoming attackers with heavily damaging moves. However, assaults initiated with Base Hold after "Ⓞ" proved to do a considerable amount of damage, particularly in online matches, so we've reworked the attack's properties. Additionally, low attacks like "↘Ⓞ" and "During Base Hold Ⓞ" had different hit ratios in offline and online matches, so we've made adjustments to make the moves perform more consistently across environments. We've also improved attack behavior, and appropriately reduced the risk when an attack is guarded and improved reversal edge behavior, balancing the character's defensive options. Lastly, we've made his critical edge "Dark Legacy" much easier to trigger, creating a better distinction in play styles, where soul charge is suited for quicker, more explosive play, and critical edge is suited for longer matches and more strategic play.

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	During Jump Ⓞ	<ul style="list-style-type: none"> Fixed an issue in which the hitbox would expand and an opponent would be hit even though contact had not been made.
Behavior Adjustment	↑	↘ Ⓞ ↘ or Ⓞ → or ↘ ↘ Ⓞ + Ⓞ During Dark Legacy Ⓞ + Ⓞ	<ul style="list-style-type: none"> Fixed an issue in which using this attack with Dark Legacy activated would slow down the attack start-up by one frame.
Balance Adjustment	↑	Critical Edge	<ul style="list-style-type: none"> Greatly increased the number of points gained towards Dark Legacy when shifting to the hit sequence.
Balance Adjustment	↑	Reversal Edge	<ul style="list-style-type: none"> Sped up the attack's start-up by two frames. Increased the forward movement after both a successful deflect and when the move is held. Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.
Balance Adjustment	↑	During Side Hold Ⓞ	<ul style="list-style-type: none"> Increased the length of stun inflicted when guarded.
Balance Adjustment	↑ ↓	↘ Ⓞ	<ul style="list-style-type: none"> Increased the attack's tracking. Increased the length of stun inflicted when guarded. Reduced the distance between the character and the opponent when the move is guarded.
Balance Adjustment	↑ ↓	↘ Ⓞ	<ul style="list-style-type: none"> Due to the significant impact the gameplay environment had on this move—when playing offline, there was enough time to see the move and guard, but not when playing online—adjustments were made to reduce this difference. Slowed down the attack's start-up. Increased the attack's move level.
Balance Adjustment	↑ ↓	During Base Hold Ⓞ	<ul style="list-style-type: none"> Changed the behavior of the attack as a normal hit so the opponent is not downed. Increased the length of stun inflicted when guarded. Sped up the timing at which the character stands up; the character had previously been treated as crouching until the end of the move.
Balance Adjustment	↑ ↓	During Base Hold Ⓞ + Ⓞ During Base Hold Ⓞ + Ⓞ	<ul style="list-style-type: none"> Reduced the move's base damage and added scaling to the move's combo damage. Decreased the length of stun inflicted when the attack is guarded. Sped up the timing of the shift to Reverse Side Hold after a cancel.
Balance Adjustment	↓	Ⓞ Ⓞ Ⓞ Ⓞ (fast)	<ul style="list-style-type: none"> Reduced the attack's tracking, making it easier to evade. Changed the attack's behavior when hitting a downed opponent, decreasing the length of stun inflicted. Added scaling to the move's combo damage.
Balance Adjustment	↓	↘ or Ⓞ → or ↘ ↘ Ⓞ + Ⓞ	<ul style="list-style-type: none"> Increased the distance between the character and a downed opponent after the 1st hit in order to limit the distance for the 2nd hit. Changed the behavior of the 2nd hit, reducing its ring-out capability. Reduced the base damage of the 2nd hit.
Balance Adjustment	↓	While rising Ⓞ	<ul style="list-style-type: none"> Reduced the move's base damage.
Balance Adjustment	↓	While crouching Ⓞ + Ⓞ	<ul style="list-style-type: none"> Added scaling to the move's combo damage.
Balance Adjustment	↓	Ⓞ Ⓞ ↘ or Ⓞ → or ↘ ↘ Ⓞ, Ⓞ During Side Hold Ⓞ + Ⓞ	<ul style="list-style-type: none"> Reduced the move's base damage and added scaling to the move's combo damage.
Balance Adjustment	↓	During Reverse Side Hold Ⓞ + Ⓞ During Chief Hold Ⓞ + Ⓞ During Side Hold Ⓞ + Ⓞ	<ul style="list-style-type: none"> Fixed an issue in which the guard impact worked against high attacks, contrary to the move list description.

Ivy

Ivy excels at long-range combat, and we've made adjustments to her ability to keep her opponent at a distance with a variety of techniques. In particular, we've increased the risk of "During Spiral Lust @", as it is commonly used as a combo starter from "While crouching \(\) to deal massive damage and remain at a safe distance from the opponent. This caused other moves to be ignored, so we've changed it to draw the opponent closer after being guarded. We've also sped up the transition to "Serpent's Embrace", effectively giving players more attack options. Additionally, Ivy's soul gauge techniques are more defensive, so we've adjusted her critical edge combo damage when it hits in the air, making soul gauge techniques viable for both offense and defense. In version 1.10, we limited the number of situations in which Ivy could use her critical edge defensively, as she already had too many options to keep her opponent at a distance, but this increased the attack's risk greatly, so we reduced the opening after the attack is guarded.

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	\(\) + @	- Adjusted the input window to reduce cases in which the move would accidentally be performed.
Behavior Adjustment	↑	\(\) @, @ While soul charged \(\) @	- Adjusted the attack so that the 1st and 2nd hits are no longer guarded in succession. - Made it harder for the 2nd hit to miss after the first hit connects by adjusting the distance to the opponent and attack tracking properties.
Behavior Adjustment	↑	\(\) @, \(\) @ \(\) or @ or @ / \(\) or @ or @ While rising @ @ / During jump @ @ @ During Serpent's Embrace @	- Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss.
Balance Adjustment	↑	Critical Edge	- Reduced scaling to the move's combo damage when used as an air combo. This change was made to prevent the move's combo damage from being lower for air combos when compared to regular hit conditions and stun combos. - Increased the length of stun inflicted when guarded. - Enlarged the hitbox in order to reduce instances in which the attack would miss when hit in the air.
Balance Adjustment	↑	@ @ @ + @, \(\)	- Changed the move's behavior when it hits at long range, enabling a subsequent combo. - The difference in stun when the move is guarded and is hit at close-range has been unified to the same properties as "@ @".
Balance Adjustment	↑	\(\) @ + @	- Sped up the timing for the guard impact properties to take effect. This change was made so that this technique would be easier to utilize against moves that couldn't be defended against with a critical edge.
Balance Adjustment	↑	\(\) ↓ or \(\) ↑ / \(\) ↓ or \(\) ↑	- Increased the attack's tracking against opponents who missed an attack.
Balance Adjustment	↑	\(\) or @ → or @ / @ @	- Increased the length of stun inflicted when the 1st hit is guarded.
Balance Adjustment	↑	During Spiral Lust @	- Sped up the timing of the shift to Serpent's Embrace. This change was implemented to make the move easier to use as an option against opponents cautiously on their guard.
Balance Adjustment	↓	\(\) @	Due to the significant impact the gameplay environment had on this move—when playing offline, there was enough time to see the move and guard, but not when playing online—adjustments were made to reduce this difference. It still excels as an attack that pushes the opponent a great distance, whether it hits or is blocked. - Changed the 1st hit to a special low attack. - Made the attack unusable as a guard crush.
Balance Adjustment	↓	\(\) @ + @ \(\) @ + @	- Adjusted the move's ring-out capability so it doesn't knock the opponent out of the ring over a low wall. - Fixed an issue in which hitting an opponent's critical edge would cause the camera to exhibit unexpected behavior.
Balance Adjustment	↓	\(\) ↓ or \(\) ↑	- Changed the move's behavior when it hits at long range so that it only downs the enemy at close-range.
Balance Adjustment	↓	Spiral Lust (Unblockable Attack)	- Reduced the move's base damage and added scaling to the move's combo damage.
Balance Adjustment	↓	During Spiral Lust @ During Spiral Lust @ (delay)	- Reduced the move's base damage. - Changed the move's behavior when it is guarded, reducing the distance between the character and the opponent. - Increased the length of stun inflicted when "During Spiral Lust @" is guarded. - Decreased the length of stun inflicted when "During Spiral Lust @ (Delay)" is guarded.

Kilik

Kilik is a balanced character that has a lot of attack options, as he excels at any range. In version 1.10, we increased the opening after "\(\) @" and "\(\) @" in consideration of his combo potential. As a trade-off, in version 1.11 we increased the strength of his close-range attacks and made them easier to perform. An effect was also added to make it easier to tell when enough hits have connected to meet lethal hit conditions.

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	\(\) @	- Added an effect to indicate lethal hit conditions have been met.
Behavior Adjustment	-	@ @	- Fixed an issue that prevented an opponent from performing a crouching guard against the 2nd hit after guarding the 1st hit.
Behavior Adjustment	-	While soul charged @ + @ While soul charged \(\) @ + @ While soul charged @ + @ + @	- Fixed an issue in which the attack could be performed even at the end of a soul charge.
Behavior Adjustment	-	@ + @	- Fixed an issue in which the animation would continue when used at the end of soul charge.
Behavior Adjustment	↑	\(\) @	- Fixed an issue in which attack would not count as a lethal hit after a guard impact had thrown the opponent off their guard, even if lethal hit conditions had been met.
Behavior Adjustment	↑	\(\) @ + @ \(\) @ + @	- Increased the attack's tracking.
Behavior Adjustment	↓	During Monument @ + @, @, @ Facing away @ + @, @, @	- Adjusted the size of the hitbox due to an issue in which an opponent moving sideways at close range would be hit.
Balance Adjustment	↑	@, @, @	- Decreased the opening after the 2nd attack. - Increased the length of stun inflicted by the 2nd hit.
Balance Adjustment	↑	@, @, @	- Enlarged the hitbox in order to reduce instances in which the attack would miss at close range. - Sped up the 3rd attack's start-up, making it more difficult to evade the 3rd hit by moving sideways after the 2nd hit lands. - Added scaling to the move's guard crush combo damage.
Balance Adjustment	↑	\(\) @, @	- Enlarged the lower hitbox in order to reduce instances in which the attack would miss at very close range. - Increased the length of stun inflicted when the 2nd hit is guarded if the move was delayed.
Balance Adjustment	↑	\(\) ↓ or \(\) ↑ / \(\) ↓ or \(\) ↑	- Increased the attack's tracking against opponents who missed an attack.
Balance Adjustment	↑	\(\) or @ → or @ / @ @, @	- Increased the length of stun inflicted when the 2nd hit is guarded.

Xianghua

Xianghua specializes more so in her mobility and ability to pressure the opponent in close-range combat rather than rack up combo damage. She was able to perform a highly damaging air combo with great ring out capabilities, so we've reduced the damage and ring out ability of some of her moves, while still trying to retain her varied combo structure. Xianghua's follow-up attacks would sometimes not connect against some characters, even if the player correctly predicted the opponent's next move, so we've made adjustments in some areas to ensure follow-ups are possible against all characters.

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	↘④ ↘④④ ↘④④④ ④↘	• Enlarged the hitbox in order to prevent the attack from missing at close range.
Behavior Adjustment	-	Against crouching opponent ↘④+④④④ Against crouching opponent ↘④+④④④ (exact timing)	• Reduced the likelihood that the attack would miss under certain conditions.
Behavior Adjustment	-	↘↘↘↘↘	• Adjusted the input window to reduce cases in which the move would accidentally be performed.
Behavior Adjustment	-	↘↘↘↘↘↘↘↘↘↘↘	• Enlarged the hitbox and stabilized the timing at which the attack makes contact.
Behavior Adjustment	-	During Silent Xia Sheng ④+④↘↘④+④	• Fixed an issue in which certain commands would allow for guarding against follow-up attacks.
Behavior Adjustment	-	During Playful Xia Sheng ↘④+④	• Adjusted the input to reduce cases in which the move would accidentally be performed when inputting "During Playful Xia Sheng ↘④+④".
Behavior Adjustment	↑	During Silent Xia Sheng ④+④↘↘④+④	• Reduced the distance between the character and the opponent after the move hits. As a result, follow-up attacks with ↘④ can now reach any character.
Behavior Adjustment	↑	After reversal edge hits ④	• Reduced the distance between the character and the opponent after the move hits. As a result, a follow-up critical edge can now reach any character.
Balance Adjustment	↑	↘④+④	• Reduced the opening after the attack.
Balance Adjustment	↑	↘↘↘↘↘↘↘↘↘↘↘	• Increased the attack's tracking against opponents who missed an attack.
Balance Adjustment	↑ ↓	During jump ④④	The following changes were made due to the extremely high ring-out ability of the 1st hit of "↘↘④" in an air combo. Please note, however, that the air combo using "↘↘④④" can still be used as-is. <ul style="list-style-type: none"> • Reduced the forward movement when using "↘↘④". • Reduced the knockback distance when the move hits midair. • Increased the opening after the 1st attack. • Enlarged the hitbox of the second hit during an air combo. The following changes were made to provide situations for use outside of combos. <ul style="list-style-type: none"> • Increased the length of stun inflicted when the 1st hit is guarded. • Changed the behavior of the 1st hit, increasing the length of stun inflicted.
Balance Adjustment	↑ ↓	↘④④	• Reduced the knockback distance of the 1st hit when it lands midair. • Changed the direction the character flies from the 2nd hit when it lands midair. • Enlarged the hitbox and increased the move's tracking during air combos to make it easier to connect as part of a combo.
Balance Adjustment	↑ ↓	While soul charged ↘④④④	• Enlarged the hitbox and increased the move's tracking during air combos to make it easier to connect as part of a combo.
Balance Adjustment	↑ ↓	During Silent Xia Sheng ④ During Playful Xia Sheng ④	• Changed the move's midair hit behavior. Also reduced its ring-out capability, and instead enabled it to perform a new method of attacking.
Balance Adjustment	↓	↘④④	• Reduced the tracking of the 2nd hit.
Balance Adjustment	↓	While crouching ↘④	• Added scaling to the move's combo damage.

Yoshimitsu

As we postponed the changes to his technical aspects in version 1.10, we've made improvements to Indian Stance and Manji Dragonfly in version 1.11. We've weakened his soul charge technique Super Dragonfly, as players could take advantage of how difficult it is for the opponent to hit Yoshimitsu in this stance and evade the opponent until their soul charge runs out. Adjustments made to special stances also increased their strength when soul charged, so the strength of soul charge itself should be maintained. An effect was also added to make it easier to tell when enough hits have connected to meet lethal hit conditions.

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	↘④	• Added an effect to indicate lethal hit conditions have been met.
Behavior Adjustment	-	↘④④ While soul charged ↘④④	• Fixed an issue in which the character would shift to an attack throw immediately after landing the 1st hit and before landing the 2nd hit.
Behavior Adjustment	-	↘↘↘↘↘	• Adjusted the input window to reduce cases in which the move would accidentally be performed.
Behavior Adjustment	-	↘④+④	• Delayed the timing of the health consumption by one frame. This adjustment was made to fix an issue in which health would decrease unintentionally when performing a soul charge with certain inputs.
Behavior Adjustment	-	Indian Stance	• Added an effect to indicate the soul gauge has increased.
Behavior Adjustment	↑	↘④ ↘↘↘↘↘↘↘↘↘↘↘	• Fixed an issue in which attack would not count as a lethal hit after a guard impact had thrown the opponent off their guard, even if lethal hit conditions had been met.
Behavior Adjustment	↑	↘④④	• Corrected the tracking of the 2nd hit after the 1st hit lands so that the 2nd hit no longer misses after 1st hit lands near the edge of the stage. • Enlarged the hitbox in order to prevent the attack from missing at close range.
Behavior Adjustment	↑	During Indian Stance ④	• Enlarged the hitbox in order to prevent the attack from missing at close range.
Balance Adjustment	↑	↘④+④	• Increased the attack's tracking against opponents who missed an attack.
Balance Adjustment	↑	↘↘↘↘↘↘↘↘↘↘↘	• Increased the attack's tracking against opponents who missed an attack.
Balance Adjustment	↑	During Indian Stance ④	• Sped up the timing of the shift to Manji Dragonfly. This change was made because, although the move is designed to allow Yoshimitsu to move first after being guarded, there were cases where this advantage could not be utilized against certain characters. • Made it possible for the opponent to perform a standing guard while stunned after getting hit by this attack as a normal hit. This is to prevent "During Manji Dragonfly ④+④" from connecting as a combo. • Made it harder for the 2nd hit to miss when hitting the opponent with the tip of the 1st hit.
Balance Adjustment	↑	During Manji Dragonfly ④+④	• Sped up the timing of the shift to Manji Dragonfly. • Increased the length of stun inflicted when guarded. • Changed counter hit behavior to enable follow-up attacks.
Balance Adjustment	↑ ↓	↘↘↘↘↘	• Adjusted the timing at which the opponent is damaged when the attack is performed as a lethal hit. Previously, combo damage would decrease unless the player waited until the opponent was downed to follow-up, but this adjustment prevents a decrease in combo damage even if a follow-up attack is performed immediately after the lethal hit. • Performing the move while standing and performing it while crouching would produce two different openings, which affected lethal hit combos. The opening has been made the same and lethal hit combos were stabilized. • Added scaling to the move's combo damage. • Fixed an issue in which the ability to evade the opponent's high attack was granted immediately after input.
Balance Adjustment	↓	④④ ④④ (fast)	The following changes were made to make it harder to hit the opponent with a vertical attack when they move clockwise: • Decreased the attack's tracking. • Adjusted the size of the hitbox.
Balance Adjustment	↓	↘④ ↘④④	• Decreased the move's base damage when held for the maximum duration because the attack cannot be evaded by a rising opponent under certain conditions.
Balance Adjustment	↓	During Manji Dragonfly while soul charged ④④ During Manji Dragonfly while soul charged ↘④+④ Movement actions performed during Super Dragonfly	• Increased the amount of soul charge time that is used. This adjustment was made in an attempt to discourage more passive play until the soul charge runs out.

Nightmare

Nightmare is a high risk, high reward character with access to both wide-reaching attacks and revenge attacks. But his attacks proved to be less risky than they should be, which gave him an unfair advantage against weaker characters and opponents that don't know how to deal with his attacks. We've made more adjustments to some of his higher damaging attacks and ring out abilities. Additionally, we've stabilized hitboxes and tracking to prevent odd behavior in which crouching opponents would get caught between Nightmare's body and his weapon, causing his horizontal attacks to miss. We've also made adjustments to the behavior of his soul charge techniques, as Terror Charge is a crucial part of the character's strategy.

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	↘④, ④	- Fixed an issue in which the character would shift to an attack throw immediately after landing the 1st hit and before landing the 2nd hit.
Behavior Adjustment	↑	↘④, ④ During Night Side Stance ④ During Night Behind Stance while soul charged ④+④	- Adjusted the breadth and tracking of the attack to make it easier to hit opponents who side step at close range.
Behavior Adjustment	↑	④④/↘④	- Enlarged the hitbox in order to prevent the attack from missing at close range.
Behavior Adjustment	↑	④④	- Enlarged the inner hitbox of the attack to make it easier to hit a downed opponent at close range.
Behavior Adjustment	↑	When hit while performing ④+④ facing away	- Increased the length of stun inflicted when guarded. This adjustment was made to make the move consistent with the same action performed when facing forward.
Behavior Adjustment	↑	During Grim Stride ④	- Enlarged the hitbox and adjusted the attack's tracking during an air combo.
Behavior Adjustment	↑ ↓	During Grim Stride ④+④	- Adjusted the input window to make the move easier to perform. - Reduced the tracking of the 2nd hit to making it harder for it to connect when the opponent dodges the 1st hit. - Increased the tracking to make it harder for the attack to miss in a combo.
Behavior Adjustment	↓	While rising ④, ④	- Decreased the length of stun inflicted after the 1st hit of "While rising ④, ④". This adjustment was made to prevent an issue in which the opponent cannot guard the 2nd hit after guarding the 1st hit under certain conditions. No changes were made in instances where the attack stopped after the 1st hit or when "While rising ④" is used.
Balance Adjustment	↑	↘④	- Changed the hit animation and increased the length of stun inflicted, enabling Nightmare to be the first to move after the attack. - Enlarged the lower hitbox in order to prevent the attack from missing at close range.
Balance Adjustment	↑	While soul charged & rising ④, ④	- Reduced the distance between the character and the opponent after the 1st hit lands. - Increased the forward movement of the 2nd hit after the 1st hit connects in order to make it harder for the 2nd hit to miss.
Balance Adjustment	↑ ↓	Facing away ④+④	- Removed guard-breaking properties from the attack. This adjustment was made to make the attack more similar to "Facing forward ↘④+④". - Decreased the opening after the attack. Increased the length of stun inflicted when guarded. Previously, this move had been heavily punishable when guarded even as a break attack, but this change will reduce the opening by a small amount.
Balance Adjustment	↓	Reversal Edge	- Changed the move's midair hit animation, making it impossible to perform a follow-up attack. This change was made to not only allow for greater counterattack options, but to reduce instances in which more damage than expected is dealt under certain conditions.
Balance Adjustment	↓	↘④, ④	The following changes were made because the move served as both a wide-reaching revenge attack and a technique with high ring-out capability: - Changed the 1st hit's midair hit behavior and made follow-up attacks that down the opponent possible. - Reduced the knockback distance of the 2nd hit.
Balance Adjustment	↓	④+④ While crouching ④+④	- Added scaling to the move's combo damage.
Balance Adjustment	↓	During Night Lower Stance ④	- Decreased the attack's tracking. This adjustment is to make it harder to hit the opponent with a vertical attack under certain conditions when they move sideways.

Astaroth

In version 1.10, we increased the strength of some moves to further emphasize Astaroth's power. In version 1.11, we've improved the viability of moves that lead into his powerful throws to make them easier to perform. We've also reworked areas in which issues with attack tracking and hitboxes would often lead to Astaroth's attacks missing. Additionally, although Astaroth's reversal edge was designed to have slow start-up but transition to a strong clash upon hit, there weren't many opportunities to utilize it in real fights, so we've sped up the start-up of the attack slightly. His throws are strong enough, so no major changes were made to them, but heavy usage of guard impacts and reversal edges made throws harder to perform, so we've made "↘④↘④+④" and "↘④↘④+④" count as break attacks when held. As it is hard for Astaroth to fill his soul gauge, we've made "↘④+④" greatly increase his soul gauge at the cost of dealing lower damage, giving players the option to either perform high-damaging throws or play more tactfully and try to fill the soul gauge.

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	Throws	- Enlarged the inner hitbox, making it harder for the attack to miss against player-created characters of a certain build.
Behavior Adjustment	-	↘④ or ↘④+④	- Made it so the opponent is tracked during the hit animation. This change was made to reduce the likelihood of follow-up attacks missing after a quake attack.
Behavior Adjustment	-	Against crouching opponent ④④+④	- Adjusted the input window to make the move easier to perform.
Behavior Adjustment	-	While soul charged ④↘④④	- Fixed an issue in which the attack could be performed even at the end of a soul charge.
Behavior Adjustment	-	After reversal edge hits ④	When this move is used by a creation character the distance between the opponent became far which caused the attack to miss, so the forward movement has been increased during the attack animation. (This was fixed in ver.1.10 but was not mentioned in the patch notes).
Behavior Adjustment	↑	↘④, ④ ↘④, ④ ④, ④ ↘④ ↘④/↘④ ④ ④ ④↘④+④ ④↘④ or ↘④+④ ④↘④/↘④+④ ↘④ or ↘④+④ or ↘④/↘④ or ↘④+④ or ↘④+④ ↘④ or ↘④+④ or ↘④/↘④+④ (the throw sequence portion)	- Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↑	↘④ or ↘④/↘④ ~ facing away ④+④	- Made adjustments to the attack's knockback distance and hitbox size to fix issues with combos arising from the opponent's size and hit spacing.
Behavior Adjustment	↑	↘④+④	- Fixed an issue in which attack would not count as a lethal hit after a guard impact had thrown the opponent off their guard, even if lethal hit conditions had been met.
Behavior Adjustment	↑	↘④+④ When hit while performing ④+④ ④↘④+④ (the throw sequence portion)	- Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.
Behavior Adjustment	↓	④	- Decreased the attack's tracking except for downed opponents.
Balance Adjustment	↑	Reversal Edge	- Sped up the timing of the attack's start-up. - Adjusted the move's hitbox size and tracking to reduce instances in which the attack would miss at close range.
Balance Adjustment	↑	↘④, ④	- Sped up the initial attack's start-up by two frames.
Balance Adjustment	↑	↘④ or ↘④+④ ↘④ or ↘④+④	- Increased the attack's tracking against opponents who missed an attack. - Adjusted the front hitbox to reduce instances in which the attack would miss at close range.
Balance Adjustment	↑	Against crouching opponent ④④+④ Against crouching opponent ④④+④	- Sped up the attack's start-up by two frames, lengthening the grab timeframe by the same amount.
Balance Adjustment	↑	④↘④+④ ④↘④+④	- Added break-attack properties to the attack. Guard impacts and reversal edges can no longer stop the attack.
Balance Adjustment	↑	④ ④ While crouching ④ ↘④ or ↘④+④	- Increased the attack's move level, but made it unable to be used as a guard crush. - Changed the midair hit behavior of "↘④" and "While crouching ④".
Balance Adjustment	↑	↘④, ④ While rising ④, ④	- Reduced the opening after the attack.
Balance Adjustment	↑	④+④	- Sped up the attack's start-up by four frames.
Balance Adjustment	↑ ↓	↘④	- Extended the duration of the high-attack evasion properties. - Added scaling to the move's combo damage and guard crush combo damage. - Reduced the opening after the attack, and also reduced the length of stun inflicted when guarded. The move can still be countered with a fast attack after being guarded, but the character's state after the move hits, as well as counter-hit combos, has been improved.
Balance Adjustment	↑ ↓	↘④	- Sped up the attack's start-up by two frames. - Increased the attack's forward movement and made the move easier to use as a poke. - Reduced the attack's base damage.
Balance Adjustment	↑ ↓	↘④+④	- Reduced the attack's base damage. - Adjusted the attack to greatly fill the soul gauge.

Cervantes

Cervantes is a standard power character that excels at mid-range, but he didn't seem to have enough attack options in comparison to other mid-range characters, so we've made adjustments to improve the viability of his pokes in version 1.11. There were some minor issues with the tracking and hitboxes of his attacks, so we've also made changes to better stabilize his actions. Additionally, some of Cervantes's moves varied greatly in their usefulness in versions 1.10 and 1.11 based heavily on individual player skill level. We made adjustments to reduce differences in the moves' usefulness when performed with precise inputs and when not, allowing a wider pool of players to take full advantage of the moves. The moves will still deal more damage when performed with precise inputs, however, to reward players that put in the practice.

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	Ⓢ Ⓡ	- Added an effect to indicate lethal hit conditions have been met.
Behavior Adjustment	-	Ⓡ ↓ or Ⓡ ↑ Ⓢ, Ⓢ	- Adjusted the input window to make the move easier to perform.
Behavior Adjustment	-	While soul charged Ⓡ Ⓢ ⇒ Ⓢ+Ⓢ	- Fixed an issue in which the attack could be performed even at the end of a soul charge.
Behavior Adjustment	↑	Ⓢ Ⓢ Ⓢ Ⓢ Ⓢ ⇒ Ⓢ Ⓢ Ⓢ Ⓢ ⇒ Ⓢ Ⓢ+Ⓢ Ⓢ+Ⓢ While rising Ⓢ Ⓡ Ⓢ or Ⓢ or Ⓢ Ⓢ Ⓢ	- Enlarged the hitbox and adjusted tracking in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↑	While rising Ⓢ	- Adjusted the breadth and tracking of the attack to make it easier to hit opponents who side step at close range. - Reduced the distance between the character and the opponent when the move connects, making follow-up attacks easier to perform.
Behavior Adjustment	↑	Ⓢ Ⓢ or Ⓢ or Ⓢ Ⓢ+Ⓢ	- Fixed an issue in which after a wall hit the wall breaks but the opponent does not stun.
Behavior Adjustment	↑ ↓	Ⓡ Ⓢ or Ⓢ or Ⓢ Ⓢ Ⓢ	- Fixed an issue in which the attack could miss when performed at close range. - Added scaling to the move's combo damage.
Behavior Adjustment	↑ ↓	During Dread Charge Ⓢ+Ⓢ	- Fixed an issue in which attacks that trigger upon hitting the opponent during the opening after a guard failed to count as lethal hits against this move. However, with this change, attacks that trigger upon hitting an opponent who missed an attack no longer count as a lethal hit once the 1st hit of this move is guarded.
Behavior Adjustment	↓	⇒ Ⓢ	- Fixed an issue in which the tracking would become extremely heightened in certain circumstances.
Behavior Adjustment	↓	After reversal edge hits Ⓢ	- Fixed an issue in which Raphael's and Tira's "After reversal edge hits Ⓢ" would fail to count as a lethal hit against this attack.
Balance Adjustment	↑	Ⓢ Ⓢ ⇒ Ⓢ Ⓢ	- Increased the length of stun inflicted when guarded.
Balance Adjustment	↑	⇒ Ⓢ	- Increased the length of stun inflicted when guarded. - Increased the attack's move level.
Balance Adjustment	↑	Ⓢ+Ⓢ	- Increased the amount of guard stamina the attack reduces. - Increased the length of stun inflicted when guarded, enabling Cervantes to be the first to move after the attack. - Reduced the distance between the character and the opponent when the move is guarded.
Balance Adjustment	↑ ↓	⇒ Ⓢ Ⓢ Ⓢ	- Reduced the attack's base damage. - Decreased the length of stun inflicted when the 3rd hit is guarded. - Adjusted the move so it now combos up to the 3rd hit when the 1st hit connects as a counter hit. In version 1.10, Ⓢ had to be pressed as soon as the 1st hit connected as a counter hit to connect as a combo, but this new adjustment will allow for a combo regardless of input timing. - Adjusted the base damage and behavior of the 3rd hit when the input is performed with exact timing during the 1st hit.
Balance Adjustment	↑ ↓	While crouching Ⓢ+Ⓢ	- Increased the length of stun inflicted when guarded. - Reduced the distance between the character and the opponent when the move is guarded.
Balance Adjustment	↓	Ⓡ Ⓢ Ⓢ Ⓢ	- Made the attack unusable as a guard crush.

Raphael

Raphael excels at vertical attacks, playing as more of a technical character with his pokes and punishment abilities. However the punishment abilities of his combos that start with the newly added Arriere Gambit ended up being too good, drastically limiting the opponent's options. As such, we've scaled things down in versions 1.10 and 1.11 while expanding his potential by making adjustments that call for more a precise, deliberate selection of which technique to use.

Further, because his reversal edge could be cancelled with Arriere Gambit, the universal strategy of punishing reversal edge with break attacks did not work, causing the move to be extremely difficult to deal with. As long as this technique continues to be an option, fights could be drawn out with multiple RE, hurting the flow of battle, so we decided to completely remove it. We do apologize to players who practiced the technique, but its removal was deemed necessary to preserve the integrity of battle.

Along with this change, the ease with which his soul gauge could be charged was lowered, but previously weak soul charge techniques were strengthened and made easier to use. The base damage of his critical edge decreased in consideration of combo damage, but it has retained its extremely long reach and is safe when guarded. Thus, with a highly reliable critical edge and soul charge techniques that, while not guaranteed to deal high damage, have explosive potential, Raphael players now have more interesting options for how to use their soul gauge.

Category	Nerf/buff	Move	Description
Command deleted	-	Reversal Edge	- Removed the ability to shift to Arriere Gambit by canceling with ⇄ before the attack.
Command added	-	While rising ⓈⓈ	- Added a new command to accompany changes made to "While rising ⓈⓈ". The 2nd attack of "While rising ⓈⓈ" misses when hitting a crouching opponent, but with "While rising ⓈⓈ" the 2nd hit combos even against crouching opponents.
Behavior Adjustment	↑	↘ or ⇄ or ↗ or ⓈⓈ	- Adjusted the front hitbox to prevent the attack from missing in a combo.
Behavior Adjustment	↑ ↓	⇄ + Ⓢ, Ⓢ ⇄ + Ⓢ, Ⓢ	- Fixed an issue in which the attack's start-up was slower than intended. - Increased the opening after the attack. The length of stun inflicted to the opponent when guarded has also been increased to maintain the difference in stun when the move is guarded. - Added scaling to the move's combo damage. - Enlarged the lower hitbox in order to make it harder to miss an opponent ducking beneath the attack.
Balance Adjustment	↑	↘Ⓢ	- Added an effect to indicate lethal hit conditions have been met. - Changed lethal hit conditions so that a lethal hit triggers on the 3rd hit.
Balance Adjustment	↑	While soul charged ⇄ⓈⓈⓈⓈⓈ	- Reduced the length of opening after attack. - Sped up the timing of the 4th attack to make it harder for the opponent to interrupt after the 3rd attack is guarded.
Balance Adjustment	↑	⇄⇄Ⓢ	- Increased the attack's tracking against opponents who missed an attack.
Balance Adjustment	↑ ↓	ⓈⓈⓈⓈ While soul charged ⓈⓈⓈⓈⓈ	- Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing. - Decreased the base damage of the 1st and 2nd hit. - Increased the base damage of "While soul charged ⓈⓈⓈⓈⓈ".
Balance Adjustment	↑ ↓	During Preparation while soul charged ⇄ⓈⓈ	- Made adjustments so that after the 1st attack is guarded, the 2nd attack cannot be evaded by crouching, but will rather be guarded as well. - Reduced the 2nd attack's move level, making it unusable as a guard crush. - Decreased the length of stun inflicted when guarded.
Balance Adjustment	↓	ⓈⓈⓈⓈⓈ During Preparation ⓈⓈⓈⓈⓈ	- Decreased the move's base damage. "During Preparation ⓈⓈⓈⓈⓈ" is a break attack, so its base damage is lower than that of the normal version. - Added scaling to the move's guard crush combo damage. - Reduced the distance between the character and the opponent when the move is guarded.
Balance Adjustment	↓	After reversal edge hits Ⓢ	- Added scaling to the move's combo damage.
Balance Adjustment	↓	⇄Ⓢ	- Changed the behavior of the attack as a normal hit so the opponent is not downed. - Added scaling to the move's combo damage. - Enlarged the hitbox and stabilized the timing at which the attack connects.
Balance Adjustment	↓	ⓈⓈ	- Decreased the move's base damage. - Decreased the length of stun inflicted upon hit.
Balance Adjustment	↓	⇄ⓈⓈ, ⇄	- Decreased the distance moved when using Arriere Gambit with this command.
Balance Adjustment	↓	↗Ⓢ	- Reduced the move's base damage. - Delayed the timing of the shift to Preparation.
Balance Adjustment	↓	While rising ⓈⓈ	- Delayed the start-up of the 1st and 2nd attacks by two frames. - Changed the move's behavior when it hits a crouching opponent, making the 2nd attack miss. - Increased the distance between the character and the opponent after the 2nd attack lands. This is to restrict the spacing needed to combo with a Preparation follow-up move from "While rising ⓈⓈ, ⇄ ⇄" during Arriere Gambit ⇄.
Balance Adjustment	↓	During Arriere Gambit ⓈⓈ	- Reduced the move's base damage and added scaling to the move's combo damage. - Reduced the distance between the character and the opponent when the move is guarded.
Balance Adjustment	↓	During Arriere Gambit Ⓢ	- Decreased the attack's tracking due to instances of it being difficult to evade with an 8-way run.

Talim

As a close-range character, Talim's attacks have relatively slow start-up, but her wide array of combo options and special movement options still make her a force to be reckoned with. Though approaching the opponent can be difficult with her, many of her other actions were quite risky as well, so we reworked her attack properties more in version 1.10. We've also made adjustments to help her avoid ringing herself out during her main attacks, making it safer for her to fight ringside.

We've made moves that transition from "During Wind Charmer Ⓢ", an attack used often in her combinations, more viable in a variety of situations. Regarding her critical edge, we designed it to be a low risk option, but more skilled players were easily able to interrupt the attack after guarding up to the 2nd hit, effectively making the attack no longer low risk. By adding a special movement option after the 2nd hit, we've reduced the move's risk.

Category	Nerf/buff	Move	Description
Command added	-	Ⓢ + Ⓢ + Ⓢ, ⇄ / Facing away Ⓢ + Ⓢ + Ⓢ, ⇄ Ⓢ + Ⓢ + Ⓢ, Ⓢ or Ⓢ / Facing away Ⓢ + Ⓢ + Ⓢ, Ⓢ or Ⓢ Ⓢ + Ⓢ + Ⓢ, ⇄ / Facing away Ⓢ + Ⓢ + Ⓢ, ⇄	- Added a command that can be used to shift to a special movement after the 2nd hit of a critical edge. - Reduced the amount of guard stamina the attack reduces for the 1st hit and increased the amount of guard stamina the attack reduces for the 2nd hit.
Behavior Adjustment	↑	ⓈⓈⓈⓈⓈ + Ⓢ ⓈⓈⓈⓈⓈ During Jump Ⓢ ↘ or ⇄ or ↗ or ⓈⓈ ↗ or ⇄ or ↘ or ⓈⓈ ↘ or ⇄ or ↗ or ⓈⓈ Facing away Ⓢ + Ⓢ / Facing away Ⓢ + Ⓢ During Wind Sault Ⓢ During Wind Sault Ⓢ During Wind Sault while soul charged Ⓢ During Wind Sault Ⓢ + Ⓢ	- Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing. The first halves of Wind Sault and Wind Fury, "During Wind Sault Ⓢ" and "During Wind Sault Ⓢ" still ring out.
Behavior Adjustment	↑	Facing away Ⓢ + Ⓢ / Facing away Ⓢ + Ⓢ	- Adjusted the size of the hitbox due to an issue in which the attack would miss an opponent at close range.
Balance Adjustment	↑	ⓈⓈ or ⓈⓈ	- Increased the attack's tracking against opponents who missed an attack.
Balance Adjustment	↑	Facing away Ⓢ + Ⓢ + Ⓢ + Ⓢ Facing away Ⓢ + Ⓢ + Ⓢ + Ⓢ	- Increased the attack's tracking to reduce instances in which the opponent either moving to the side at close range or rolling to the side when down would cause the character to attack in the opposite direction.
Balance Adjustment	↑	During Wind Charmer ⓈⓈ	- Reduced the opening after the 1st attack. - Reduced the length of stun inflicted when the 1st hit is guarded. - Increased the length of stun inflicted by the 2nd hit.
Balance Adjustment	↑ ↓	⇄ⓈⓈ	- Increased the base damage of the 1st hit, and adjusted the attack's hitbox size to make it easier to hit downed opponents. - Increased the length of stun inflicted when the 2nd hit connects as a normal hit, and adjusted the distance to make it easier to attack with. - Increased the difference between the character and the opponent after the 2nd hit. This is to make it easier to execute follow-up techniques after shifting to Wind Sault with "⇄ⓈⓈ". - Made it possible for the opponent to perform a standing guard while stunned after getting hit by the 2nd attack as a normal hit. This is to fix an issue in version 1.10 in which the combo ⇄ⓈⓈ⇄⇄ during Wind Sault Ⓢ + Ⓢ would connect.
Balance Adjustment	↓	During Wind Charmer Ⓢ delayed Ⓢ	- Made the 2nd hit easier to evade by moving to the side after guarding the 1st hit. - Added scaling to the move's combo damage.

Tira

In SC6, a crucial part of gameplay with Tira involves how frequently the player uses her Personality Change, but the conditions under which Personality Change would occur and how frequently it would occur differed from what was intended. So we made adjustments to issues related to Personality Change in version 1.10. Similarly, we focused again on Personality Change in version 1.11, and improved Jolly's ability to perform well at mid-range, though with low damage. As Tira is a highly technical character, we've improved the usage of simpler command moves like "↵+Ⓞ" and "↵+Ⓞ", in order to make her easier to play.

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	Training Mode	- Fixed an issue in which pressing Ⓞ+Ⓞ while Gloomy would perform the Jolly version of Ⓞ. This issue did not occur outside of training mode.
Behavior Adjustment	-	Personality Change	- Personality change occurs due to health decline (30% health left, 5% health left) but as an exception to the rule she returns to Jolly side when hit by a break attack. In relation to these rules, the following two behaviors have been adjusted: 1. Previously, if the opponent used a break attack at the moment that Jolly Tira used a technique such as Ⓞ+Ⓞ that consumed her health and made her cross a personality change threshold, Tira would not change personalities because the damage she took from her own move would be registered as damage from the break attack, even if the break attack didn't connect. This has been fixed so that she will now properly switch to Gloomy in such a situation. 2. Previously, if Jolly Tira guarded an opponent's attack that had break-attack properties, and if the chip damage from that attack made her cross a personality change threshold, Tira would not change personalities because the chip damage would be registered as damage from the break attack, even though the break attack didn't connect. This has been fixed so that she will now properly switch to Gloomy in such a situation.
Behavior Adjustment	-	While Jolly Ⓞ+Ⓞ	- Fixed an issue in which the move could be performed while Gloomy by using certain inputs.
Behavior Adjustment	-	While Gloomy ↵+Ⓞ While Gloomy Ⓞ.Ⓞ.Ⓞ While Gloomy ↵+Ⓞ	- Reduced the movement speed and movement distance of the animation when close to the opponent. This adjustment was made to reduce the likelihood of switching places with the opponent when moving sideways to avoid attacks. - Adjusted the attack's hitbox size and tracking in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	-	While Gloomy & soul charged ↵+Ⓞ.Ⓞ	- Adjusted the timing of the soul charge's power-up effect to make it harder for the opponent to predict the 2nd attack.
Behavior Adjustment	-	While Gloomy & soul charged ↵+Ⓞ+Ⓞ	- Adjusted the input window to make the move easier to perform.
Behavior Adjustment	↑	Character Movement Speed (While Gloomy)	- Fixed an issue in which moving sideways was too slow while Gloomy so that it is easier to avoid certain attacks.
Behavior Adjustment	↑	While Jolly ↵↵ or ↵↵ or ↵↵ While Jolly ↵↵ or ↵↵ or ↵↵ While Jolly ↵↵ or ↵↵ or ↵↵+Ⓞ During Gestopft Madness Ⓞ	- Enlarged the hitbox and adjusted tracking in order to reduce unintended instances in which the attack would miss.
Behavior Adjustment	↑	While Gloomy ↵+Ⓞ While Gloomy ↵+Ⓞ+Ⓞ While Gloomy & soul charged ↵+Ⓞ.Ⓞ+Ⓞ	- Changed the hit animation of the 1st attack when used as a counter hit in order to make it clear when it is a normal hit and when it is a counter hit. - Enlarged the hitbox of the 2nd attack to reduce instances in which it would miss after the 1st attack connected.
Behavior Adjustment	↑	While rising Ⓞ.Ⓞ While Gloomy & rising Ⓞ	- Adjusted the input window for moves that shift to Updraft. - Fixed an issue in which the character would be unable to attack the opponent from their position after shifting to Updraft due to the angle or hit spacing. - Enlarged the hitbox and adjusted tracking in order to reduce unintended instances in which the attack would miss.
Behavior Adjustment	↑	While Jolly ↵↵ or ↵↵ or ↵↵ While Jolly ↵↵ or ↵↵ or ↵↵+Ⓞ While Gloomy ↵+Ⓞ	- Fixed an issue in which attack would not count as a lethal hit after a guard impact had thrown the opponent off their guard, even if lethal hit conditions had been met.
Behavior Adjustment	↑	While Gloomy ↵↵ or ↵↵ or ↵↵	- Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.
Behavior Adjustment	↑	During jump Ⓞ	- Improved the attack's tracking after evading an enemy's low attack. - Fixed an issue in which the character would not shift to an attack throw after a midair hit.
Behavior Adjustment	↑	During Gestopft Madness Ⓞ	- Adjusted the attack's power to increase according to the number of Ⓞ from Gestopft Madness.
Behavior Adjustment	↓	While Jolly ↵↵ or ↵↵ or ↵↵+Ⓞ.Ⓞ.Ⓞ	- Fixed an issue in which hitting the opponent after the match ended would increase the soul gauge.
Balance Adjustment	↑	Reversal Edge	- Sped up the reversal edge's start-up while Jolly. - Enlarged the hitbox to reduce the likelihood of attacks missing the opponent.
Balance Adjustment	↑	While Jolly Ⓞ.Ⓞ.Ⓞ	- Increased the length of stun inflicted when guarded. - Enlarged the hitbox and stabilized the timing at which the attack connects.
Balance Adjustment	↑	While Gloomy Ⓞ.Ⓞ	- Made it harder for the 2nd hit to miss when hitting the opponent with the tip of the weapon. - Enlarged the lower hitbox for the 2nd hit to prevent the attack from missing against enemies in low stances.
Balance Adjustment	↑	While Jolly ↵+Ⓞ	- Reduced the opening after the 1st attack while also increasing the length of stun it inflicts when guarded, effectively reducing the overall risk of the attack. - Changed the hit animation of the 1st attack in order to make it clear when it is a normal hit and when it is a counter hit. - Increased the length of stun inflicted upon hit by the 2nd hit, enabling Tira to be the first to move after the attack.
Balance Adjustment	↑	While Jolly ↵+Ⓞ	- Sped up the attack's start-up. This is to make it possible for "↵+Ⓞ" to hit before an opponent's counterattack after the 1st attack is deflected by a reversal edge. - Reduced the opening after the 2nd attack while also increasing the length of stun it inflicts when hit and when guarded, effectively reducing the overall risk of the attack.
Balance Adjustment	↑	While Jolly ↵+Ⓞ While Jolly ↵↵ or ↵↵ or ↵↵	- Enlarged the upper hitbox in order to make it harder to miss when using this move in a midair combo.
Balance Adjustment	↑	While Jolly ↵+Ⓞ	- Reduced the opening after the 1st attack while also increasing the length of stun it inflicts when guarded, effectively reducing the overall risk of the attack. - Adjusted the 2nd hit (↵+Ⓞ) so it can no longer be evaded by crouching after the 1st hit lands. - Adjusted the 2nd hit (↵+Ⓞ) to now connect as a combo after the 1st lands as a counter hit. - Changed the hit animation of the 1st attack in order to make it clear when it is a normal hit and when it is a counter hit. - Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances. - Unified the character's distance from the opponent after the 2nd hit lands as either a normal hit or a counter hit, enabling the same combos to be performed after both.
Balance Adjustment	↑	While Jolly ↵+Ⓞ	- Sped up the attack's start-up. This change prevents the opponent from interrupting the 2nd attack after the 1st attack is guarded. - Reduced the opening after the attack, and increased the length of stun inflicted when guarded. - Enlarged the lower hitbox to make it harder for the attack to miss.
Balance Adjustment	↑	While Jolly ↵+Ⓞ	- Changed the hit animation, increasing the distance between the character and the opponent. - Increased the length of stun inflicted upon hit by four frames. - Enlarged the lower hitbox in order to make it harder to miss against downed opponents.
Balance Adjustment	↑	While Jolly ↵+Ⓞ	- Enlarged the hitbox and stabilized the timing at which the attack makes contact, as the attack would often fail to make contact with the opponent. - Increased the length of stun inflicted when hitting the opponent with the tip of the attack.
Balance Adjustment	↑	While Jolly ↵+Ⓞ While Gloomy ↵+Ⓞ	- Enlarged the front and lower hitboxes to mitigate the attack's uneven hit timing due to distance. - Increased the forward movement of "While Jolly ↵+Ⓞ" as a combo when the opponent is downed. This is to stabilize the "While Jolly ↵+Ⓞ (upon close-range hit) ~ ↵+Ⓞ" combo.
Balance Adjustment	↑	While Jolly ↵↵ or ↵↵ or ↵↵ While Jolly & soul charged ↵↵ or ↵↵ or ↵↵	- Increased the length of stun inflicted when the 1st and 2nd hits are guarded. - Changed the 1st hit to put opponent in stun state when it connects as a counter hit. Also increased the length of stun on hit. With this change, when the 1st hit connects as a counter hit, "While soul charged ↵↵ or ↵↵ or ↵↵" will combo up to the 3rd hit. - Slowed the 2nd hit's start-up by two frames because previously it had been starting before the weapon had fully returned to the front. - Adjusted the hitbox size and tracking of the 2nd and 3rd hits in order to make it harder to miss during an air combo. - Changed the midair hit behavior of the 2nd and 3rd hits. In conjunction with this change, the 3rd hit of "While soul charged ↵↵ or ↵↵ or ↵↵" cannot be evaded via aerial control.
Balance Adjustment	↑ ↓	While Gloomy & soul charged ↵+Ⓞ.Ⓞ.Ⓞ While Gloomy & soul charged Ⓞ.Ⓞ.Ⓞ.Ⓞ While Gloomy & soul charged ↵+Ⓞ.Ⓞ	- Lowered the chances of a personality change triggering.

Zasalamel

With the right attacks, Zasalamel is able to control his opponent's position, and his highly defensive critical edge gives him the upper hand in many situations. However, his attack behavior was unstable, and even low risk options could greatly reduce any advantage his main attacks gave. To combat this, we've made adjustments to his key moves. Additionally, we've increased the strength of "↘④.⑤", which was rarely used in actual fights, and made it more viable as a way to gain the advantage from mid-range. While soul charged, Zasalamel was supposed to be more offense-based (in contrast to his critical edge), but his soul charge techniques proved to be somewhat unreliable. As such, we've made adjustments to "While soul charged ↘④.⑤.⑥", giving it more offensive capabilities.

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	Sorcery Activation	- Fixed an issue in which curses would not disappear under certain conditions.
Behavior Adjustment	-	↘④.⑤	- Fixed an issue in which special inputs would cause the character to become slow.
Behavior Adjustment	-	While soul charged ④+⑥	- Fixed an issue in which hitting an opponent behind you would push them away rather than draw them in.
Behavior Adjustment	↑	④+⑥	- Enlarged the hitbox of the 2nd hit that automatically triggers upon hit or guard in order to prevent it from missing.
Behavior Adjustment	↑	↘ or ↘ or ↘ or ↘	- Changed the opponent's animation during lethal hit. This is prevent follow-up attacks from missing depending on the situation.
Behavior Adjustment	↑	↘ or ↘ or ↘ or ↘	- Improved the attack's tracking when performing a guard impact to prevent the attack from missing when repelling the opponent's attack.
Behavior Adjustment	↑	Against midair opponent ①④+⑥	- Adjusted the attack's tracking and the size of its hitbox against midair opponents to prevent the attack from missing during air combos.
Balance Adjustment	↑	Critical Edge	- Changed the move to draw the opponent in and turn the character toward them when successfully performing a guard impact. - Delayed the effect's timing, making it more difficult for the opponent to respond to the attack after seeing it. - Changed the move's category from "horizontal attack" to "vertical attack" to better allow for side stepping as an evasive maneuver. - Enlarged the hitbox vertically to reduce instances in which the attack would miss at close range.
Balance Adjustment	↑	↘④.⑤	- Reduced the opening after the 1st attack while also increasing the length of stun it inflicts when guarded, effectively reducing the overall risk of the attack. - Improved the breadth and tracking of the 1st hit of the attack. - Changed the opponent's animation of the 1st attack, when it hits or is guarded.
Balance Adjustment	↑	↘④.⑥	- Enlarged the vertical hitbox to reduce instances in which the attack would miss at very close range.
Balance Adjustment	↑	↘④.⑤	- Increased the length of stun inflicted by the 1st hit. This effectively reduces the risk of the attack when it ends after the 1st hit, and makes it harder to evade "↘④.⑤" by side stepping. - Reduced the opening after the 2nd hit while also increasing the length of stun it inflicts when guarded, effectively reducing the overall risk of the attack. - Changed the move's hit behavior as a normal hit, but also added scaling to its combo damage. This was done upon consideration of its use as a wall combo.
Balance Adjustment	↑	While soul charged ↘④.⑤.⑥	- Increased the length of stun inflicted when guarded. - Improved the tracking of the 3rd hit after the 2nd hit connects in order to reduce instances of it missing. - Increased the attack's base damage.
Balance Adjustment	↑	① ↓ or ① ↑ ⑥	- Increased the attack's tracking against opponents who missed an attack. - Adjusted the front hitbox to reduce instances in which the attack would miss at close range.

Grøh

Grøh was designed to be easy to use and receive a large increase in power when soul charged, but his combo damage was low without it and his main attacks were easy to counter when guarded, which put him at a disadvantage in many situations. To combat this, we focused on reducing the risk of his main attacks in version 1.10.

In version 1.11, as we felt he was strengthened enough already, adjustments to stabilize his movements were made. We've also reduced guard crush properties on some moves, as reducing the risk of his main attacks increased guard crush properties, and changes to the battle system slightly increased the length of soul charge.

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	While in Avenger stance ④+⑥ While in Avenger stance ⑥+⑥	- Adjusted the input window to make the move easier to perform.
Behavior Adjustment	↑	④.⑤ ↘ or ↘ or ↘ or ↘	- Enlarged the hitbox in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↑	①④+⑥ ① ↓ or ① ↑ or ↘ or ↘ or ↘ or ↘	- Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.
Behavior Adjustment	↑	④+⑥	- Adjusted the move so that the character faces toward the opponent after the attack hits or is guarded. This change was made because combos after lethal hits had previously been shifting away from the opponent, failing to connect.
Behavior Adjustment	↑	↘ or ↘ or ↘ or ↘	- Made it harder for the 2nd hit to miss when hitting the opponent with the tip of the weapon.
Balance Adjustment	↑	① ↓ or ① ↑ ⑥	- Increased the attack's tracking against opponents who missed an attack.
Balance Adjustment	↑	While in Avenger stance ④+⑥ While soul charged & in Avenger stance ④+⑥	- Adjusted the breadth and tracking of the attack to make it easier to hit opponents who side step at close range.
Balance Adjustment	↓	While in Avenger stance ④ While in Avenger stance ⑤	- Changed the knockback direction of the opponent to front-right on hit.
Balance Adjustment	↓	While in Avenger stance ⑥+⑥	- Decreased the amount of guard stamina the attack reduces.
Balance Adjustment	↓	While soul charged ↘④.⑤	- Made the attack unusable as a guard crush.

Azwel

Azwe! is a technical character designed to have powerful moves with slow start-up, as well as the ability to switch between weapon modes to help him handle a variety of situations. Switching the modes or staying in one mode over others proved rather easy and did not serve as a check to his moves' power. We made adjustments to Azwe!'s mobility and some of his moves in version 1.10, but in version 1.11 we focused on adjusting his mode change and move behavior. The adjustments made in versions 1.10 and 1.11 did weaken him, but we also focused on improving moves with lower usefulness, particularly those in sword mode, and made changes to further emphasize the uniqueness of moves that behave differently based on which weapon mode is active, such as "Ⓢ+Ⓢ". This should give players more opportunities to better utilize Azwe!'s different weapons and strategies.

Category	Nerf/buff	Move	Description
Behavior Adjustment	-	Soul Charge	<ul style="list-style-type: none"> Fixed an issue in which repeating certain commands would allow soul charge to continue.
Behavior Adjustment	↑	While rising Ⓢ	<ul style="list-style-type: none"> Enlarged the hitbox in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↑ ↓	Ⓢ+Ⓢ+Ⓢ	<ul style="list-style-type: none"> Fixed the move to properly switch to sword mode after the attack, which it hadn't been doing despite being listed as a "sword technique."
Behavior Adjustment	↑ ↓	While in spear mode Ⓢ+Ⓢ or while in Almighty mode Ⓢ+Ⓢ+Ⓢ	<ul style="list-style-type: none"> Fixed an issue in which attacks that trigger upon hitting the opponent during the opening after a guard failed to count as lethal hits against this move. However, with this change, attacks that trigger upon hitting an opponent who missed an attack no longer count as a lethal hit once the 1st hit of this move is guarded.
Behavior Adjustment	↓	Switching Modes	<ul style="list-style-type: none"> Changed the timing of the mode switching to occur when an attack's hit registers, and not at the beginning of the attack animation. If an attack is thwarted before being executed, a mode switch will not occur. However, at the beginning of a Weapon Art, his weapon will be reset to its unformed state. For actions that shift through multiple stances, the mode switch will occur right before the attack that shifts stances. Fixed an issue in which dual button attacks became harder to perform after switching modes.
Behavior Adjustment	↓	Ⓢ, Ⓢ	<ul style="list-style-type: none"> Adjusted the size of the hitbox due to an issue in which an opponent moving sideways at close range would be hit.
Behavior Adjustment	↓	Ⓢ, Ⓢ, Ⓢ While soul charged Ⓢ, Ⓢ, Ⓢ During 8-way run Ⓢ+Ⓢ While soul charged during 8-way run Ⓢ+Ⓢ	<p>Universal</p> <ul style="list-style-type: none"> Reduced the move's forward movement after approaching the opponent. <p>"During 8-way run Ⓢ+Ⓢ" "While soul charged during 8-way run Ⓢ+Ⓢ"</p> <ul style="list-style-type: none"> Added an effect to indicate lethal hit conditions have been met. Fixed an issue in which lethal hit conditions would be reset even when the attack would not count as a lethal hit. <p>"While soul charged & during 8-way run Ⓢ+Ⓢ"</p> <ul style="list-style-type: none"> Decreased the amount of knockback.
Balance Adjustment	↑	Reversal Edge	<ul style="list-style-type: none"> Sped up the attack's start-up when in sword mode or Almighty mode. Decreased the amount of guard stamina the attack reduces.
Balance Adjustment	↑	Ⓢ ⇄	<ul style="list-style-type: none"> Sped up the timing at which the move can be used to evade an opponent's high attack. Changed the attack's normal hit and counter hit behaviors, enabling follow-up attacks from either. As a result, scaling was added to the move's combo damage. Decreased the opening after the attack. Changed the size of the motion when deflecting with a reversal edge to "small."
Balance Adjustment	↑	While rising Ⓢ, Ⓢ	<ul style="list-style-type: none"> Changed the hit behavior after the 1st attack to a stun when it is a counter hit, enabling the 2nd attack to knock the opponent into the air. Sped up the start-up of the 2nd attack.
Balance Adjustment	↑	⇄+Ⓢ	<ul style="list-style-type: none"> Sped up the timing of the attack's start-up by two frames. Increased the attack's base damage and added scaling to the move's combo damage. Changed counter hit behavior to enable mode-specific follow-up attacks.
Balance Adjustment	↑	Ⓢ, Ⓢ+Ⓢ	<ul style="list-style-type: none"> Changed the hit behavior to make the opponent crouch on normal hit. Increased the length of stun inflicted by a counter hit, and changed its hit behavior. Changed the attack's category to "horizontal attack" and enabled run counter against sideway movements.
Balance Adjustment	↑	Ⓢ ↓ or Ⓢ ↑ Ⓢ	<ul style="list-style-type: none"> Increased the attack's tracking against opponents who missed an attack.
Balance Adjustment	↑	During Beauty of Balance Ⓢ	<ul style="list-style-type: none"> Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing. Enlarged the lower hitbox to prevent the attack from missing against enemies in low stances.
Balance Adjustment	↑ ↓	Ⓢ, Ⓢ	<ul style="list-style-type: none"> Changed the move's hit behavior, reducing the distance between the character and the opponent upon hit. Increased the length inflicted after the 2nd attack, enabling Azwe! to move first after the attack.
Balance Adjustment	↑ ↓	⇄, Ⓢ	<ul style="list-style-type: none"> Decreased the length of stun inflicted when the 1st hit is guarded. Changed the hit behavior after the 1st attack to a stun when it is a counter hit. Changed the hit behavior of the 2nd attack when it is a normal hit. Enlarged the hitbox of the 2nd attack to stabilize the difference in stun after the attack.
Balance Adjustment	↑ ↓	Ⓢ ⇄	<ul style="list-style-type: none"> Reduced the length of opening after the attack. Decreased the attack's move level.
Balance Adjustment	↑ ↓	⇄, Ⓢ	<ul style="list-style-type: none"> Decreased the amount of guard stamina the 1st hit reduces. Fixed an issue in which ring-out behavior was exhibited after the attack, even when the battle was still ongoing.
Balance Adjustment	↑ ↓	Ⓢ+Ⓢ While in sword mode Ⓢ+Ⓢ While in axe mode Ⓢ+Ⓢ While in spear mode Ⓢ+Ⓢ While in Almighty mode Ⓢ+Ⓢ+Ⓢ	<p>With the current modes, the same command can produce attacks with different properties/functions, but the following adjustments have been made in order to more fully distinguish each mode's unique characteristics:</p> <p>Common Across Modes :</p> <ul style="list-style-type: none"> Azwe!'s weapon will become unformed when an attack registers as a hit. Hit behavior has been modified, allowing for mode-specific follow-up attacks. The opening after the attack has been reduced, improving the difference in stun when the move is guarded (except for in Almighty mode). The guard impact in spear and Almighty modes has been changed from "Guard impact vs. high, middle, low attacks" to "Guard impact vs. middle attacks." <p>Sword Mode: Sped up the attack's start-up by eight frames.</p> <p>Axe Mode: Increased the amount of guard stamina the attack reduces.</p> <p>Spear Mode: Extended the time guard impact is active.</p> <p>Almighty Mode:</p> <ul style="list-style-type: none"> Decreased the length of stun inflicted by the attack when guarded, resulting in the same difference in stun as in version 1.10. Reduced the move's base damage, but changed the hit behavior against downed opponents to allow for follow-up attacks.
Balance Adjustment	↑ ↓	Ⓢ or Ⓢ or Ⓢ or Ⓢ	<ul style="list-style-type: none"> Increased the opening after the attack. Reduced the distance between the character and the opponent, better enabling follow-up attacks. Increased the opening after the warp animation of "Ⓢ or Ⓢ or Ⓢ" when it is a lethal hit. No changes were made to the normal version of "Ⓢ or Ⓢ or Ⓢ". Added scaling to the move's combo damage.
Balance Adjustment	↓	⇄, Ⓢ ⇄, Ⓢ (exact timing)	<ul style="list-style-type: none"> Decreased the length of stun inflicted when guarded. Decreased the move's base damage. Changed the move's midair hit behavior and adjusted knockback distance.
Balance Adjustment	↓	Ⓢ, Ⓢ, Ⓢ ⇄+Ⓢ After reversal edge hits Ⓢ, Ⓢ While soul charged Ⓢ, Ⓢ, Ⓢ While soul charged ⇄+Ⓢ While soul charged after reversal edge hits Ⓢ, Ⓢ	<ul style="list-style-type: none"> Increased the opening of the attack when it misses. Changed the move level of the 2nd, 3rd, and 4th attack to "weak," lowering the amount of guard stamina they reduce. Delayed the timing at which the jump is registered. Decreased the length of the stun inflicted when guarded (except when soul charged).
Balance Adjustment	↓	Ⓢ, Ⓢ Ⓢ or Ⓢ or Ⓢ	<ul style="list-style-type: none"> As "Ⓢ, Ⓢ" was not treated as a projectile, the attack was updated to prevent the character from flinching backward after a guard impact, much like with "Ⓢ or Ⓢ or Ⓢ". When adding projectile properties to the attack in version 1.10, a guard crush was inadvertently made possible with "Ⓢ or Ⓢ or Ⓢ". By adjusting the move level to "weak," the attack became unusable as a guard crush. Decreased the move's base damage.
Balance Adjustment	↓	Ⓢ or Ⓢ or Ⓢ	<ul style="list-style-type: none"> Changed the move's hit behavior when it is guarded, reducing the distance between the character and the opponent. Decreased the length of stun inflicted when the move is guarded.
Balance Adjustment	↓	While in ax mode Ⓢ+Ⓢ or while in Almighty mode ⇄+Ⓢ	<ul style="list-style-type: none"> Narrowed the space needed for the attack to shift to an attack throw upon hit. Lowered the attack's move level to "medium" and made the attack unusable as a guard crush.
Balance Adjustment	↓	While in sword mode or Almighty mode Ⓢ+Ⓢ	<ul style="list-style-type: none"> Decreased the length of stun inflicted when guarded.
Balance Adjustment	↓	While soul charged Ⓢ+Ⓢ	<ul style="list-style-type: none"> Changed the attack's hit behavior when hitting opponents on the ground, making follow-up attacks no longer possible. Decreased the attack's base damage. Increased the amount of soul charge time that is used. Changed the size of the motion when deflecting with a reversal edge to "small."

Geralt			
Category	Nerf/buff	Move	Description
Behavior Adjustment	-	⇐Ⓞ	• Fixed an issue in which special inputs would cause the character to become slow.
Behavior Adjustment	↑	⇐Ⓞ	• Enlarged the lower hitbox in order to make it harder to miss an opponent ducking beneath the attack.
Balance Adjustment	↑	⇐Ⓞ, Ⓞ	• Increased the length of stun inflicted by the 1st hit. • Changed the 2nd hit's counter-hit behavior to enable follow-up attacks.
Balance Adjustment	↑	⇐Ⓞ	• Increased the length of stun inflicted when guarded or counter hit.
Balance Adjustment	↑	⇐Ⓞ, Ⓞ	• Reduced the opening after the 1st attack, and increased the length of stun inflicted when the attack is guarded. • Sped up the start-up of the 2nd attack; however, in consideration of the subsequent combo that can be performed, the opening after the attack has also been increased. • Changed the behavior of the 2nd hit when guarded, increasing the length of stun inflicted.
Balance Adjustment	↑	⇐Ⓞ	• Increased the move's base damage. • Fixed an issue in which special inputs would cause the character to become slow. • Reduced the opening after the attack. • Sped up the attack's start-up by 1 frame so the value matches the originally intended design.
Balance Adjustment	↑	⇐Ⓞ or ⇐Ⓞ	• Reduced the opening after the attack. • Changed the hit animation to allow for different types of follow-up attacks. • Increased the attack's tracking against opponents who missed an attack.
Balance Adjustment	↑	⇐Ⓞ or ⇐Ⓞ	• Reduced the opening after the attack. • Changed the size of the motion when deflecting with a reversal edge to "small". • Changed the counter-hit behavior and increased the length of stun inflicted.
Balance Adjustment	↓	⇐Ⓞ or ⇐Ⓞ	Changed hit behavior to enable different types of follow-up attacks. • Added scaling to the move's combo damage.

2B			
Category	Nerf/buff	Move	Description
Behavior Adjustment	-	⇐Ⓞ, Ⓞ	• Fixed an issue in which the hitbox would expand and an opponent would be hit even though contact had not been made.
Behavior Adjustment	-	⇐Ⓞ+Ⓞ ⇐Ⓞ+Ⓞ While crouching Ⓞ+Ⓞ	• Adjusted the input window to make the move easier to perform.
Behavior Adjustment	-	During Aggression Shift Ⓞ	• Fixed an issue in which the hitbox would become larger to prevent from clipping into the enemy, and then remain enlarged even after the attack was over. This is to prevent some characters' reversal edge from missing.
Behavior Adjustment	-	After reversal edge hits Ⓞ	• Fixed an issue in which the attack throw sequence would not trigger if certain inputs had been entered after landing this attack as a lethal hit in the 2nd phase of a clash. • Fixed an issue in which follow-up attacks were limited when fighting against Astaroth.
Behavior Adjustment	↑	⇐Ⓞ While crouching Ⓞ	• Enlarged the attack's range to make it easier to hit an opponent moving to the side.
Behavior Adjustment	↑	⇐Ⓞ or ⇐Ⓞ	• Enlarged the hitbox in order to reduce instances in which the attack would miss at close range.
Behavior Adjustment	↑	⇐Ⓞ or ⇐Ⓞ	• Fixed an issue in which it was hard to hit certain characters with the 2nd attack.
Behavior Adjustment	↑	During Aerial Leap Ⓞ+Ⓞ	• Made follow-up attacks less likely to miss in certain situations when fighting against Astaroth.
Behavior Adjustment	↑ ↓	Character Movement Speed	• Reduced the character's speed when moving to the side. • Reduced the difference in the character's speed caused by changes to her health, such as when her sideways movement was slower than normal when her health was low.
Behavior Adjustment	↑ ↓	During jump Ⓞ	• Fixed an issue in which attacks that trigger upon hitting the opponent during the opening after a guard failed to count as lethal hits against this move. However, with this change, attacks that trigger upon hitting an opponent who missed an attack no longer count as a lethal hit once the 1st hit of this move is guarded.
Behavior Adjustment	↓	Hitbox Size	• Enlarged the hitbox for the character's head. This change was made to reduce the likelihood of some characters' high attacks unintentionally missing.
Behavior Adjustment	↓	⇐Ⓞ	• Reduced the length of stun inflicted by one frame. This change was made because the stun value was different from what was expected.
Behavior Adjustment	↓	During Aerial Leap Ⓞ+Ⓞ	• Adjustments were made to the combo "⇐Ⓞ ~ during Aerial Leap Ⓞ+Ⓞ ~ during Aerial Leap Ⓞ+Ⓞ ~ ⇐Ⓞ+Ⓞ". Originally, "⇐Ⓞ or ⇐Ⓞ" was only meant to connect as a follow-up attack after a lethal hit, and so the normal hit behavior against downed opponents has been changed to ensure the combo in question only connects upon a successful lethal hit.
Behavior Adjustment	↓	After reversal edge hits Ⓞ	• Fixed an issue in which Raphael's and Tira's "After reversal edge hits Ⓞ" would fail to count as a lethal hit against this attack.
Balance Adjustment	↑	⇐Ⓞ	• Increased the forward movement of the move, making it easier to use as a poke. • Increased the length of stun inflicted when guarded, and reduced the distance between the character and the opponent after the move is guarded. • Enlarged the lower hitbox to prevent the attack from missing against low-moving opponents.
Balance Adjustment	↑	⇐Ⓞ or ⇐Ⓞ	• Increased the attack's tracking against opponents who missed an attack.
Balance Adjustment	↑	During Aggression Shift Ⓞ	• Increased the length of stun inflicted when guarded. Changed the move's hit behavior when it is guarded.
Balance Adjustment	↑ ↓	⇐Ⓞ, Ⓞ	• Enlarged the lower hitbox of the 1st hit to prevent the attack from missing against opponents in low stances. • Decreased the move's tracking. This adjustment was made so it would be easier to avoid the attack by air control. • Changed the hit behavior when the 2nd hit of the 2nd attack lands as a counter hit in order to mitigate its ring-out capability, which had been too high in certain stun combos. • Made the attack unusable as a guard crush.
Balance Adjustment	↑ ↓	⇐Ⓞ ⇐Ⓞ, Ⓞ ⇐Ⓞ	• Increased the length of stun inflicted when guarded. • Decreased the length of stun inflicted by "⇐Ⓞ" and "⇐Ⓞ, Ⓞ" after they hit.
Balance Adjustment	↑ ↓	During Aggression Shift Ⓞ+Ⓞ During Aggression Shift Ⓞ+Ⓞ	• Changed the size of the motion when deflecting with a reversal edge to "small." This is because certain characters' counterattacks could not reach after the deflection. • Increased the length of stun inflicted when "During Aggression Shift Ⓞ+Ⓞ" is guarded. • Made "During Aggression Shift Ⓞ+Ⓞ" unusable as a guard crush.
Balance Adjustment	↓	⇐Ⓞ, Ⓞ ⇐Ⓞ or ⇐Ⓞ ⇐Ⓞ or ⇐Ⓞ ⇐Ⓞ or ⇐Ⓞ During Aggression Shift Ⓞ	• Decreased the amount of guard stamina the attack reduces.
Balance Adjustment	↓	During Aggression Shift Ⓞ, Ⓞ	• Previously, it had been easy to get a ring out using "⇐Ⓞ, Ⓞ" counter hit ~ during Aggression Shift Ⓞ, Ⓞ", so the opponent's aerial control has been updated to more easily control the direction they fall. • Made adjustments to reduce instances in which the characters switch places after crouching the 2nd hit or deflecting with a reversal edge. • Increased the opening after the 2nd attack misses to offset its lengthy forward movement and the fact that it's difficult to counterattack even after dodging to the side. • Adjusted the hitbox size to mitigate instances in which the attack would hit the opponent when they were behind the character.
Balance Adjustment	↓	During Aerial Leap Ⓞ While soul charged during Aerial Leap Ⓞ	• Reduced the distance between the character and the opponent upon hit, and decreased the forward movement of the move. This change was to account for opponents of certain sizes that would sometimes be knocked out of the ring when hit while downed near the stage's edge.
Balance Adjustment	↓	While in Angler Stance Ⓞ	Due to the significant impact the gameplay environment had on this move—when playing offline, it was possible to close in on the character while guarding or evading the attack with an 8-way run, but when playing online, it was difficult to respond to the move from long-range—adjustments were made to reduce this difference. • Reduced the distance between the character and the opponent when the move is guarded. • Decreased the attack's base damage. • Adjusted the attack so that the 3 hits are guarded in succession.
Balance Adjustment	↓	While in Angler Stance Ⓞ While in Angler Stance ⇐Ⓞ While in Angler Stance ⇐Ⓞ	Due to the significant impact the gameplay environment had on this move—when playing offline, it was possible to close in on the character while guarding or evading the attack with an 8-way run, but when playing online, it was difficult to respond to the move from long-range—adjustments were made to reduce this difference. • Reduced the distance between the character and the opponent when the move is guarded. • Reduced the move's tracking against opponents moving sideways in order to make it possible to evade by continually 8-way-running.